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HERRERA SHANIA

A Resource for Educators Dark Horse Comics
 The Art of Tom Clancy's The Division is the ultimate gallery of the latest game in the critically acclaimed Tom Clancy franchise. It focuses on the art and making of the game, and includes over 300 images, sketches, and concept art, and in-depth commentary throughout from the artists and creators. This is an extraordinary collection of groundbreaking game art and a must-have for any Clancy and video game fan. © 2015 Ubisoft Entertainment. All Rights Reserved. Ubisoft and the Ubisoft logo are trademarks of Ubisoft in the U.S. and/or other countries.

Adventure Maximus Dark Horse Comics
 The Art of Titanfall 2 is the ultimate guide to the development of Respawn Entertainment's fast-paced, visually stunning first-person shooter. Featuring an exclusive array of highly stylised concept art, sketches, 3D renders, maquette modelling, and commentary from key Respawn Entertainment team members, this is a must-have for any fan of the dynamic and destructive world of Titanfall

The Evil Within 2 Dark Horse Comics

The Empire of Isles is home to fabulous wonders beyond count, and dangers to match. Now, walk in the same steps as heroes Corvo Attano and Emily Kaldwin as you examine the complexly beautiful concept and design of Dishonored 2! ArKane Studios and Dark Horse books are proud to present this gorgeous collection, featuring hundreds of pieces of art chronicling the development of the blockbuster stealth-action title. The Art of Dishonored 2 is a must-have item for art fans and gamers alike! • Exclusive never before seen concept art from the making of Dishonored 2! • The comprehensive companion to the wildly anticipated Dishonored 2! • The art book that Dishonored fans have been waiting for! • Dishonored won the 2013 BAFTA for Best Game! This is the Official Art Book for Dishonored 2. Dark Horse was also responsible for the official Art Book for Dishonored, titled Dishonored: The Dunwall Archives (978-1616555627)

MULP: Sceptre of the Sun #2 Quirk Books

Leading up to the events of the highly anticipated new Mirror's Edge™ game comes an exhilarating comic prequel that delves into the story of Faith, one of the most celebrated heroines in video games! Collects issues #1-#6 of the miniseries—the complete story in one volume! * Leads directly into the events of

the new Mirror's Edge™ game!

Rock Show Art of the 21st Century Prima Games

This book is a must-have for anyone serious about rendering in real time. With the announcement of new ray tracing APIs and hardware to support them, developers can easily create real-time applications with ray tracing as a core component. As ray tracing on the GPU becomes faster, it will play a more central role in real-time rendering. Ray Tracing Gems provides key building blocks for developers of games, architectural applications, visualizations, and more. Experts in rendering share their knowledge by explaining everything from nitty-gritty techniques that will improve any ray tracer to mastery of the new capabilities of current and future hardware. What you'll learn: The latest ray tracing techniques for developing real-time applications in multiple domains Guidance, advice, and best practices for rendering applications with Microsoft DirectX Raytracing (DXR) How to implement high-performance graphics for interactive visualizations, games, simulations, and more Who this book is for: Developers who are looking to leverage the latest APIs and GPU technology for real-time rendering and ray tracing Students looking to learn about best practices in these areas Enthusiasts who want to understand and experiment with their new GPUs

Prima Official Game Guide Udon Entertainment

MULP is an anthropomorphic comic book, a Pulp adventure set in a world of mice, by Matt Gibbs & Sara Dunkerton. The Sceptre of the Sun follows the exploits of Jack Redpath and Vicky Jones as they attempt to unravel a mystery surrounding an ancient stone tablet unearthed during an archaeological excavation in Egypt. This tablet is the first marker on an adventure that sees them racing around the world in search of a legendary treasure. Joined by their friends Cornelius Field, Prof. Walter Harvest-Scott, and Elisabeth Harvest-Scott, together they must prevent a powerful artefact falling into unscrupulous paws.

Battlefield 1: The Poster Collection Titan Books (US, CA)

The art behind the action of DICE's iconic first-person shooter, collected in a beautiful hardcover volume! War will never be the same. Enter mankind's greatest conflict as Battlefield goes back to its roots in a never-before-seen portrayal of World War II. Face chaotic all-out war and witness human drama set against global combat in epic, unexpected locations. This is Battlefield V. The richest and most immersive Battlefield yet. Dark Horse Books and EA DICE are proud to present The Art of Battlefield V. Chronicling the development of EA DICE's latest installment in the Battlefield epic, this volume is filled with hundreds of pieces of concept art showcasing the creative process from rough sketch to final on-screen imagery, paired with exclusive commentary from the talented team who put it all together.

The Art of Titanfall 2 Titan Books (US, CA)

Core rulebook for Relicblade adventure battle game. Tabletop fantasy skirmish miniature game.

Why are Artists Poor? Metropolitan Museum of Art

This is a gorgeous, hardcover retrospective, the first-ever history of PAC-MAN. Full of historical imagery, concept designs, marketing photos and more, the book examines the game's design philosophy and origins through the artists, designers, developers, and other creative teams who brought PAC-MAN to life. This new non-fiction book will journey from creator Toru Iwatani's "pizza slice" inspiration to the game's incredible success in arcades and beyond. The book also dives into PAC-MAN's unprecedented impact on pop culture, with more than 40 new interviews from key players around the world.

The Exceptional Economy of the Arts Dark Horse Comics
Follow Ellie's profound and harrowing journey of vengeance through an exhaustive collection of original art and intimate creator commentary in the full-color hardcover volume: The Art of

The Last of Us Part II. Created in collaboration between Dark Horse Books and the developers at Naughty Dog, The Art of The Last of Us Part II offers extensive insights into the making of the long-awaited sequel to the award-winning The Last of Us.

Pac-Man: Birth of an Icon Createspace Independent Pub
Teaches artists how to adapt their 3D skills to create fantastic game art, including the latest techniques used for mapping objects for today's consoles, and explains the art director's process when planning and implementing the art direction of a game. Original. (Intermediate)

Ray Tracing Gems Titan Books (US, CA)

First volume of a 3 volume set chronicling the art of the Final Fantasy series. This volume covers Final Fantasys I through III. *The Story of Ravana and His People* Delmar Thomson Learning
The epic tale of victory and defeat... The story of the Ramayana had been told innumerable times. The enthralling story of Rama, the incarnation of God, who slew Ravana, the evil demon of darkness, is known to every Indian. And in the pages of history, as always, it is the version told by the victors, that lives on. The voice of the vanquished remains lost in silence. But what if Ravana and his people had a different story to tell? The story of the Ravanayana had never been told. Asura is the epic tale of the vanquished Asura people, a story that has been cherished by the oppressed outcastes of India for 3000 years. Until now, no Asura has dared to tell the tale. But perhaps the time has come for the dead and the defeated to speak. "For thousands of years, I have been vilified and my death is celebrated year after year in every corner of India. Why? Was it because I challenged the Gods for the sake of my daughter? Was it because I freed a race from the yoke of caste-based Deva rule? You have heard the victor's tale, the Ramayana. Now hear the Ravanayana, for I am Ravana, the Asura, and my story is the tale of the vanquished." "I am a non-entity-invisible, powerless and negligible. No epics will ever be written about me. I have suffered both Ravana and Rama - the hero and the villain or the villain and the hero. When the stories of great men are told, my voice maybe too feeble to be heard. Yet, spare me a moment and hear my story, for I am Bhadra, the Asura, and my life is the tale of the loser." The ancient Asura empire lay shattered into many warring petty kingdoms reeling under the heel of the Devas. In desperation, the Asuras look up to a young saviour-Ravana. Believing that a better world awaits them under Ravana, common men like Bhadra decide to follow the young leader. With a will of iron and a fiery ambition to succeed, Ravana leads his people from victory to victory and carves out a vast empire from the Devas. But even when Ravana succeeds spectacularly, the poor Asuras find that nothing much has changed for them. It is when that Ravana, by one action, changes the history of the world.

The Seeker's Handbook Dark Horse Comics

Readers gave the first Gig Posters anthology a standing ovation—so for your viewing pleasure, here's one heck of an encore: 700 more incredible posters from the archives of GigPosters.com, the Internet's premier destination for concert poster art. It's a mad jam of illustration and photography, collage and typography, bringing the contemporary music scene to exciting visual life for a generation of fans who've grown up in the post-album-art era. Gig Posters Volume 2 showcases bold artistic riffing by a hundred of today's most talented designers, including David V. D'Andrea, Peter Cardoso, Graham Pilling, Tyler Stout, Marq Spusta, and Nashville's legendary Hatch Show Print. You'll peek inside their portfolios and hear the backstage stories of how these incredible art-and-music creations came to be. You'll also find 101 perforated and ready-to-frame posters promoting the most dynamic musical acts of the twenty-first century, from the Black Keys, Flight of the Conchords, Ice-T, and

My Morning Jacket to Norah Jones, the Avett Brothers, Coheed & Cambria, and many, many more. It's an awesome compendium of pop-art-history in the making—and it's also just what the walls of your apartment or office have been waiting for.

Shovel Knight: Official Design Works The Art of Battlefield 1
Discover the art of Ubisoft's Assassin's Creed® Odyssey in this exclusive collection. The Art of Assassin's Creed Odyssey features concept sketches, texture studies, character art from the game, plus insightful commentary from the creators. The newest game in the franchise, Assassin's Creed® Odyssey, takes players on an epic voyage through history. The Art of Assassin's Creed Odyssey collates hundreds of concept arts, including sketches, final paintings, and 3D renders, alongside in-depth commentary from the artists and developers, representing the ultimate insight into the design processes behind the game. © 2017 Ubisoft Entertainment. All Rights Reserved. Assassin's Creed, Ubisoft, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the US and/or other countries.

Promethea Book Four Dark Horse Comics

An unconventional socio-economic analysis of the economic position of the arts and artists

Making Call of Duty Modern Warfare One Point Six
Technology Pvt Ltd

I had to accept that I wasn't just Arthur Leywin anymore, and that I could no longer be limited by the circumstances of my birth. If I was going to escape, if I was going to go toe-to-toe with the most powerful beings in this world, I needed to push myself to my utmost limit...and then I needed to push even further. After nearly dying as a victim of his own strength, Arthur Leywin wakes to find himself far from the continent where he was born for the second time. Alone, broken, and with no way to tell his family he's alive, Arthur must rebuild his strength to survive. As he ascends through an ancient dungeon filled with hostile beasts and devious trials, he discovers an ancient, absolute power - a power that will either ruin him or take him to new heights. But the dungeon won't give up its knowledge easily. Before he can plunder its depths, Arthur must learn to untangle the threads of fate. He must band together with the unlikeliest of allies if he hopes to escape with his life.

The Art of God of War Titan Books (US, CA)

Life was good for New Yorker Cindy Ames. Sure, her husband's top secret weapons projects were a little... weird, but at least her

career as a gymnastics instructor didn't involve any covert government contracts. Cindy's life was peaceful. That is until she snuck into her husband Jonas' lab after hours. What began as an innocent curiosity catapults her life into an exciting thrill ride, as Cindy accidentally merges with Jonas' prototype nanosuit. Like a teenager stealing her parents' car for the night, Cindy becomes an armored super heroine known as The Silver Ninja or so she thought... She soon discovers that the suit is not at all what it appears to be. As it secretly blurs the line between good and evil, Cindy unknowingly becomes more aggressive, violent and apathetic to the world around her. Cindy becomes her own worst enemy as she plummets into a downward spiral of psychological oblivion. To make matters worse, she must prevent a violent coup d'etat from erupting in New York City. Cindy will have to suit up and fight through an avalanche of futuristic weaponry to stop more innocent lives from being lost. But can she overcome her personal demons before becoming the villain? Will Cindy be able to save herself in time to save her family?

Battlefield 3 Dark Horse Comics

Unearth the origins of the Swarm and journey across the war-torn and diverse landscapes of Sera while exploring art from Gear 5. This bold new chapter in the Gears of War series is examined in fastidious detail, chronicling the development of the action-packed game with art that spans from early concepts to polished renders. Dark Horse Books and The Coalition proudly join to present The Art of Gears 5, diving into the sunken ruins of the ancient Locust horde, and peering at in-depth collections of art from the enthralling world, captivating characters, and distinctive weapons of Gears 5!

A Synthesis of the Research Dark Horse Comics

A masterfully designed hardcover collecting over 200 pages of art and commentary from the creators of the brutal and thrilling Days Gone! Set in the beautiful and rugged landscape of the Pacific Northwest high desert, a global pandemic has wreaked havoc on everyone and everything in sight. Now, former outlaw biker turned bounty hunter Deacon St. John must fight for survival against all odds. Witness the creation of Deacon's epic adventure with The Art of Days Gone! From Dark Horse Books and Bend Studio (Syphon Filter, Resistance: Retribution, Uncharted: Golden Abyss), The Art of Days Gone takes an unflinching look at the lovingly detailed production of this hugely anticipated game, featuring hundreds of pieces of concept art and exclusive commentary directly from the team who created it!